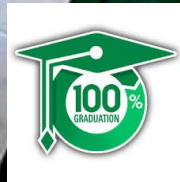




Creating a Culture of Digital Citizenship

Mount Vernon High School
Student Handbook 20-21



Distance Learning For Fall



2019/2020 Spring



2020/2021 Fall



Flexible Schedule
Teacher Check In Support



Chromebook Upon Request



Review Concepts and Skills



No Required Assessments
No Grades Assigned



Required Daily Live Interaction
Synchronous & Asynchronous



Chromebook Check Out
Textbooks and Consumables



Essential Grade Level Standards
District Adopted Curriculum



Daily Schedule & Attendance
Assessments and Grades Assigned

**Just like in
the offline
world, we
want our
Bulldogs to
be safe,
secure,
happy, kind,
and ethical
online.**



Online Expectations

Regularly attend all classes

Engage authentically

Synchronous and asynchronous learning

Participate actively (video, audio, chat)

Ensure civil discourse

Check email twice daily

Time management

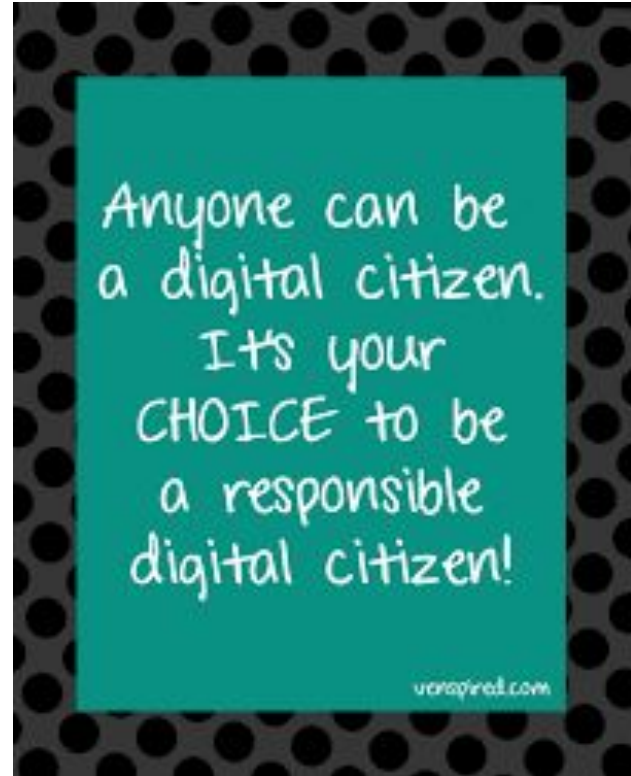


Definition of Digital Citizenship

- Digital citizenship can be defined as the norms of appropriate, responsible behavior with regard to technology use.
 - **You need to be responsible when using technology**
- Digital citizenship establishes a set of norms and practices regarding appropriate and responsible technology use. Digital citizenship requires a whole-community approach to **thinking critically, behaving safely, and participating responsibly** online. - Ed Tech Developer's Guide

Why is it important?

- To be successful with distance learning, we need to understand how to communicate respectfully and appropriately.
- The same rules and expectations that apply on campus also apply in the digital world.
- In short, be kind and stay safe.



MVSD MOVES TO 1:1 TECHNOLOGY

1:1 Technology (one computer for each student) allows all students to participate in collaboration and can enhance interaction with what they are learning.



The word netiquette is a combination of 'net' (from internet) and 'etiquette'. It means respecting other users' views and displaying common courtesy when posting your views to online discussion groups.

The Basics

Do:

Contribute, your own positive thoughts

Use **Resources** to further your education

Be **positive** and encouraging to one another. Treat others with respect.

Think about your posts/comments

Ensure you are in a quiet **environment** as to not disrupt the online learning **engagement**.

Only use **reliable** sources for information.

Do Not:

Plagiarize, or steal anyone else's work. Online content is traceable.

Alter or **destroy** any district technology or device.

Create **fraudulent** websites or identities.

Cyberbully. Personal attacks will not be tolerated.

Believe everything you read on the internet.

Use a web camera to disturb the educational setting. Send or post files, images, or messages that will disrupt the educational environment.

YOU + Your Background

“Treat the frame of your screen like you would the shirt you wear walking into a classroom.”

- Keep your clothing/background appropriate (remember your class sees you!)
- When in doubt, pretend you are in your regular academic classroom and put your best virtual foot forward!

Keep it appropriate



Three Principles of Digital Citizenship

Respect

The elements of digital law, access, and etiquette fall under the principle of **respect**. Respecting each other's space and giving them basic decency when interacting with each other.

Educate

Digital citizens must **encourage** other people to use technology and be on-hand to **educate** them in proper etiquette and usage.

Protect

Keeping the digital landscape safe is the **responsibility** of every digital citizen, and the elements of security, health, and rights all fall under this principle.



Relationships & Communication



RELATIONSHIPS & COMMUNICATION

We know the power
of words & actions.

This is a new experience for all of us,
but we know that Bulldogs will:

- Proceed with **COMPASSION**
- **RESPECT** all
- Be **HONEST** and **AUTHENTIC**
- Demonstrate **GRIT**
- Show **DETERMINATION**
- Active **ENGAGEMENT**

MVHS POLICY

Harassment, Intimidation, Bullying

Harassment, intimidation, or bullying means any intentional electronic, written, verbal, or physical act, including but not limited to one shown to be motivated because of his or her perception of the victim's race, color, religion, ancestry, national origin, gender, sexual orientation, gender expression or identity, or mental, physical, or sensory handicap or other distinguishing characteristics, when the intentional electronic, written, verbal, or physical act: physically harms a student or damages the student's property; or has the effect of substantially interfering with a student's education; or is so severe, persistent, or pervasive that it creates an intimidating or threatening educational environment; or has the effect of substantially disrupting the orderly operation of the school.

Cyberbullying

- Cyberbullying is bullying that takes place over **digital devices** like cell phones, computers, and tablets.
- **Cyberbullying** can occur through **SMS**, **Text**, and **apps**, or **online** in **social media**, **forums**, or **gaming** where people can view, **participate in**, or **share content**.
- Cyberbullying **includes** sending, posting, or sharing negative, harmful, false, or mean content about someone else.
- It can include **sharing personal** or **private information** about someone.
- Some cyberbullying crosses the line into **unlawful** or **criminal behavior**.



[CLICK HERE TO REPORT](#)

Or

Text/Call: 360.526.8375

NO Hate Speech

Hate speech = A verbal attack targeting someone because of a group they belong to. **For example:** their race, gender, religion, ability, sexual orientation, etc.



“Students need to be educated on how to be good citizens of their country and what their rights and responsibilities are as members of society. The same issues need to be addressed with regard to the emerging digital society, so that students can learn how to be responsible and productive members of that society.”

— Mike Ribble, Digital Citizenship in Schools

Mount Vernon Virtual High School Schedule



Synchronous
=
LIVE

Students and teacher are present at the same time online

Examples:

- Live interactive sessions with students and teachers participating in real-time
- Teacher-supported work time on video conference calls
- Scheduled and online assessments



Asynchronous
=
ON YOUR OWN TIME

Does not require students and teacher to be present online at the same time

Examples:

- Self-paced online activities with intermittent teacher instruction
- Pre-assigned work with formative assessment online or in a learning management system such as Google Classroom or Edgenuity
- Pre-recorded instructional videos
- Opportunities to work on elective assignments

A Final Reminder





**We are in this
together! It's
a beautiful
thing to be a
BULLDOG!**